

**BarClock**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BarClock	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		February 11, 2022
<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# BarClock

## 1.1 BarClock - Contents

BarClock v2.2

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INTRODUCTION  
USAGE  
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## 1.2 BarClock - Introduction

What is it?

BarClock is, I'm afraid, yet another clock program.

This program displays the time in screen/window title bars.

Features

Use standard AmigaDOS wildcards to specify screens

Can display date as well as time

Can display in windows if screen's title bar is obscured

Supports proportional fonts

## 1.3 BarClock - Usage

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## Launching BarClock

BarClock can be run from the CLI or from Workbench. It requires no assigns, special libraries, etc. but does require WB 2.0+

To have BarClock running every time you boot-up, drag its icon into WBStartUp or add "run >NIL: BarClock" to S:User-StartUp and ensure BarClock is in your path.

## Arguments

CLI args: "S=SCREENS/K,DS=DATE\_SCREEN/ K,WS=WIN\_SCREEN/ K,QUIT/S"

WB ToolTypes: "SCREENS=<pattern>",  
"DATE\_SCREEN=<pattern>",  
"WIN\_SCREEN=<pattern>"

where...

SCREENS: BarClock will be displayed only on screens whose default title matches this pattern.

DATE\_SCREEN: Display date as well as time on any screen whose default title matches this pattern.

WIN\_SCREEN: Display in windows which obscure the screen title bar of any screen whose default title matches this pattern.

QUIT: Quit BarClock if it is running.

Note: The default title of a public screen can be different to its name.

## Exiting BarClock

Either...

launch it again from the WB

or...

launch from the CLI with QUIT argument

or...

send it a Break (Ctrl C) signal (if started from CLI)

## 1.4 BarClock - Notes

### BarClock description

BarClock displays the time on the frontmost screen which matches

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the SCREENS argument. If the screen also matches DATE\_SCREEN, the date will also be displayed.

On a screen which matches WIN\_SCREEN, if the screen title bar is obscured by a window, and the clock will fit on that window, then the clock is drawn in that window instead.

If two windows are blocking the screen title bar then BarClock will draw on the frontmost window that is wide enough. It may be the case that there is a "higher" window blocking BarClock's window yet not blocking the screen title bar, but I could not be bothered to check for this.

#### Amiga screens

For those who don't know, I'll just explain a bit about screens on the Amiga. Seasoned Amiga users should know all this...

If you look at the title bar of the Workbench screen, you will see it says different thing when different applications's windows are active. However, screens also have a default title which should never change.

The default title is displayed when no window on that screen is active or when an application doesn't bother supplying a screen title. It is the default title which BarClock compares against the user supplied arguments.

Note: the default title of a public screen may not be the same as the screen's name. For example, the Workbench screen has a default title of "Workbench Screen" but a name of "Workbench".

## 1.5 BarClock - Warning

### Warning

Rendering into other application's windows/screens is naughty.

Having said that, it does have some advantages (especially for a lazy programmer) so that's the way I have chosen to go.

I've taken every precaution I could think of to ensure BarClock causes as little disruption as possible to other tasks, and have been running it for over a year without any problems.

### Disclaimer

I will accept no liability for any loss, damage, injury, death, etc., arising directly or indirectly from the use of BarClock.

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## 1.6 BarClock - History

Versions 1.0 to 1.7

Not released

Version 2.0

First release

Version 2.1

No longer renders in windows that are too narrow

Ignores BACKDROP windows if SHOWTITLE is set

Version 2.2

Won't render over window CLOSE (or other non-RELRIGHT) gadgets

Enforcer hits removed

## 1.7 BarClock - Credits

Amiga set-up

A1200 with 170Mb HD, 2+4Mb RAM and 1942 monitor.

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Thanks to

Mike Dodd for finding the Enforcer hits.

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